

MultiSprite::SetTexture



```
graph LR; A[MultiSprite::SetTexture] --> B[Sprite2D::UpdateTexture]
```

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'MultiSprite::SetTexture'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right. This second box contains the text 'Sprite2D::UpdateTexture'.

Sprite2D::UpdateTexture